

Live Sampler

User Manual and Installation Guide

VST3 & Standalone Version (Windows only)

Version: July 5, 2026
Developer: TubeOhm



1. Foreword and Acknowledgements

Thank you for your interest in the Live Sampler.

Special thanks go to:

- Jeff McClintock
- Elena Design
- Hermann Seib
- Andrew A.

for providing various modules, functions, and technical components, and in particular for providing the DAW software **Savihost**, which makes it possible to use the Live Sampler as a standalone application.

2. Information

General Information

If the plugin does not start after installation, the runtime library **VC_redist.x64.exe** must also be installed on your PC.

It is included in the downloaded package under:

`/VST Runtime/VC_redist.x64.exe`

The Live Sampler currently does not include an automatic installer.

Installation is performed manually by copying the required files to the computer's VST3 directory.

After successful installation, the plugin will be detected by compatible DAWs such as:

- Cubase
- Ableton Live
- Other VST3-compatible host applications

3. Installing the VST3 Plugin

Step 1 – Extract the Archive

Extract the downloaded file:

`Live-Sam.vst3.zip`

After extraction, the following folder will be created:

`Live-Sam.vst3`

Step 2 – Open the VST3 Directory

Open the standard VST3 directory on your Windows system:

`C:\Program Files\Common Files\VST3\`

Step 3 – Copy the Plugin

Copy the complete folder:

Live-Sam.vst3

including all contained subfolders and files into the VST3 directory.

The installation is now complete.

4. Installing the Standalone Version

Next, open the following folder:

Live-Sam.vst3\Contents\x86_64-win\

This folder contains two important files:

Live-Sam.vst3

This is the actual VST3 plugin.

and

Live-Sam.exe

This file is a renamed version of **Savihost.exe**, developed by Hermann Seib. It allows the Live Sampler to run as a standalone application without requiring an additional DAW.

Creating a Desktop Shortcut

The file:

Live-Sam.exe

can be placed on the Windows desktop as a shortcut.

Right-click and hold on the **Live-Sam.exe** icon. In the pop-up menu, select **Send to → Desktop (create shortcut)**.

After starting the application, the standalone version of the Live Sampler will open.

Installation and First Start

5. Setting Up the Standalone Version with Savihost

After starting the standalone version for the first time, the audio and MIDI hardware must be configured.

Open the appropriate settings in Savihost and select:

- the desired ASIO sound card
- the MIDI keyboard or MIDI input device you are using

The Savihost manual can be found here:

[Savihost Manual – Hermann Seib](#)

Correct configuration of the audio and MIDI interfaces is essential for reliable playback and recording.

6. Installing the Factory Soundbank

After configuring the hardware, the included **Factory Soundbank** must be loaded once.

The Factory Soundbank contains a total of:

128 Preset Sounds

It is located in the following installation directory:

Live-Sam.vst3\Contents\Bank\

The file containing the 128 sound patches is:

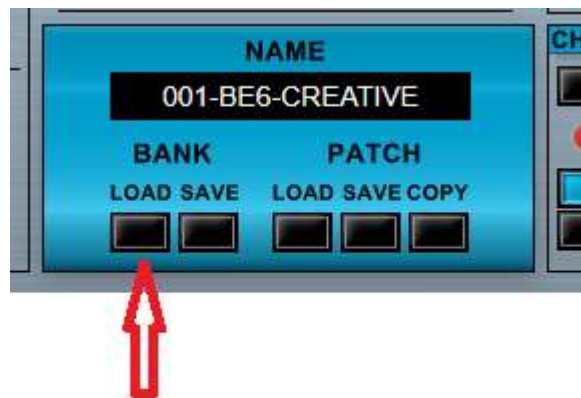
Master-Bank-Live-Sampler.xmlbank

Loading the Factory Soundbank

Load the file:

Master-Bank-Live-Sampler.xmlbank

using the **Bank Management** section of the Live Sampler.



The loading process may take **up to one minute**, depending on the speed of your computer.

Please wait until the process has been fully completed.

Once the loading process has been completed successfully, all 128 Factory Sounds will be available.

7. Using the Live Sampler in a DAW

After successfully setting up the standalone version, the Live Sampler is also ready to be used within a DAW.

Proceed as follows:

1. Close the standalone version.
2. Start your preferred DAW.
3. Perform a new plugin scan if required.
4. Open your DAW's plugin list.
5. Load the Live Sampler as a VST3 instrument.

After opening the plugin, the Factory Soundbank should also be loaded first.

The Live Sampler is then fully ready for use.

8. Standalone Operation or Plugin Operation

The Live Sampler can be used in two different ways:

Standalone Version

Operation via Savihost allows:

- direct audio recording via a microphone
- independent operation without a DAW
- quick creation and testing of samples

VST3 Plugin Version

Using the Live Sampler within a DAW allows:

- integration into existing projects
- automation via MIDI and DAW control
- combination with other instruments and effects

After copying the directory to the correct VST3 folder, any compatible DAW should automatically detect the plugin.

9. Direct Microphone Recording

In the standalone version, direct recording via a connected microphone is possible.

Some DAWs also support direct recording via their internal routing. However, the setup may vary in complexity depending on the DAW.

Examples:

- **Ableton Live:** direct recording is possible
- **Cubase:** routing may require additional configuration

10. Basic Operation

What Can the Live Sampler Do?

The Live Sampler has been deliberately designed with a simple and clearly structured architecture.

The core sound generation consists of:

- a sample oscillator
- adjustable polyphony
- an integrated synthesizer section
- various modulation and effect functions

Sample Oscillator

The Live Sampler uses a single sample oscillator.

The maximum polyphony can be adjusted from:

1 to 100 voices

The factory default setting is:

10 voices



Supported Sample Size

Samples can be:

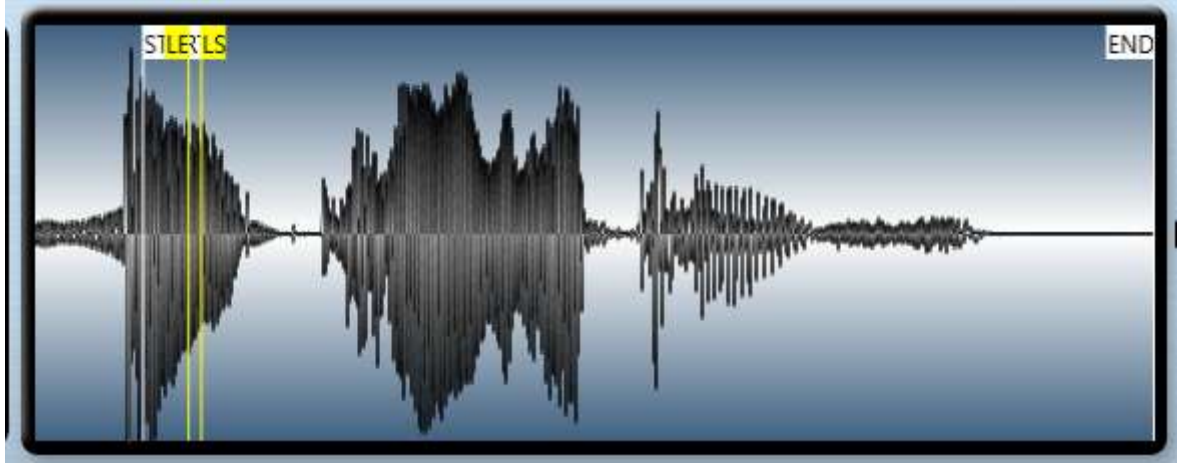
- loaded
- recorded
- edited

The maximum file size for a single sample is:

5 MB

Waveform Visualizer

The loaded or recorded waveform is displayed graphically in the Waveform window. This allows the most important editing steps to be monitored directly.



11. Sample Editing

The Live Sampler provides basic yet powerful functions for directly editing samples.

All editing takes place entirely within the instrument and is specifically designed for a fast and creative workflow.

12. Sample Start and Sample End Point

For each loaded or recorded sample, individual playback ranges can be defined.

The following parameters are available:

- **Sample Start**
Determines the start point of playback within the sample.
- **Sample End**
Determines the end point of the playback range.

This allows specific sections of a sample to be selected and played without the need to edit the original audio material externally.



13. Loop Function

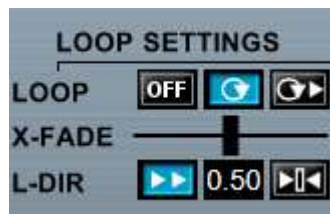
The Live Sampler allows you to define a freely adjustable loop range.

The following parameters can be adjusted:

- **Loop Start**
- **Loop End**

This allows you to:

- sustain short sections of a sound
- create pads
- extend individual sound components



14. Loop Crossfade Function

To avoid unwanted clicks at the loop boundaries, the Live Sampler features an integrated **Loop X-Fade** function.

By crossfading the beginning and end sections of the loop, abrupt transitions are reduced, creating a clean and seamless loop.

The loop playback direction can also be adjusted.

Different playback directions allow for different sonic characteristics:

- normal forward playback
- alternative loop directions for special sound effects

15. Sample Recording

The Live Sampler allows you to record your own samples directly.

Two different recording methods are available:



15.1 Instant Recording

In this mode, recording starts immediately after activation.

This method is particularly suitable for:

- spontaneous sound recordings
- short sounds and noises
- experimental sound recordings

15.2 Recording with Threshold Control

Alternatively, recording can be triggered using an adjustable **Threshold**.

The Live Sampler waits until the input signal exceeds a defined volume level before starting the recording.

Advantages:

- automatic recording trigger
- no unwanted silent sections at the beginning
- convenient operation for microphone recordings

16. Sample Processing

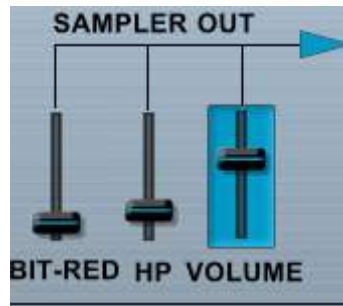
After recording or loading a sample, various processing functions are available.

High-Pass Filter

An integrated high-pass filter allows low-frequency components to be removed.

Applications include:

- removing handling noise from microphone recordings
- reducing unwanted low-frequency components
- creating special tonal characteristics



Bit Reduction

The Live Sampler features digital bit reduction.

The resolution can be reduced down to:

2-bit

This creates typical digital lo-fi effects such as:

- reduced audio resolution
- rougher textures
- characteristic vintage sounds

Dynamic Bit Reduction via MOD ADSR

As a special feature, the bit reduction can be controlled dynamically using the **MOD ADSR**.

This allows effects such as:

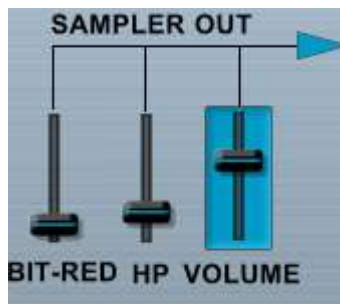
- gradually increasing distortion effects
- evolving digital textures
- dynamic and changing sound characteristics



Volume Adjustment

The output volume of the sample can be adjusted directly within the Live Sampler.

This allows the signal level to be optimally matched to the internal synthesizer section and external effects.



17. Voice Management



Voice Max

The **Voice Max** parameter sets the maximum number of voices that can be played simultaneously.

This allows the polyphony to be adjusted to suit the desired workflow.

The voice management system also affects how individual voices are processed.

Voice Allocation

The **Voice Alloc** parameter determines how new notes are assigned to available voices.

Possible operating modes include:

- voices may overlap
- the same voice is reused with each new note

This allows the sampler's behavior to be adapted to different playing styles.

18. Tuner Function

The Live Sampler features an integrated tuner to assist with tuning and adjusting samples.

The reference pitch can be set to the following frequencies:

- 110 Hz
- 220 Hz
- 440 Hz

When the tuner is activated, a sine wave is generated at the selected reference frequency.

FFT Display in the Wave Visualizer

When the tuner is activated, an additional FFT analysis (**Fast Fourier Transform**) is displayed in the Wave Visualizer.

This visualization allows precise monitoring of the frequency components and makes it easier to tune and adjust samples.

For example, it can be used to:

- check pitch
 - precisely tune samples
 - identify resonances
-

19. Preset and Bank Management

The Live Sampler provides convenient management of sounds, presets, and banks.



Individual Sounds (Patches)

Individual sounds can be:

- saved
- loaded
- reused

This allows your own sound creations to be archived and recalled at any time.

Sound Banks

Complete sound banks containing:

128 sounds

can also be saved and loaded.

This allows for easy organization of larger sound libraries and quick exchange of complete preset collections.

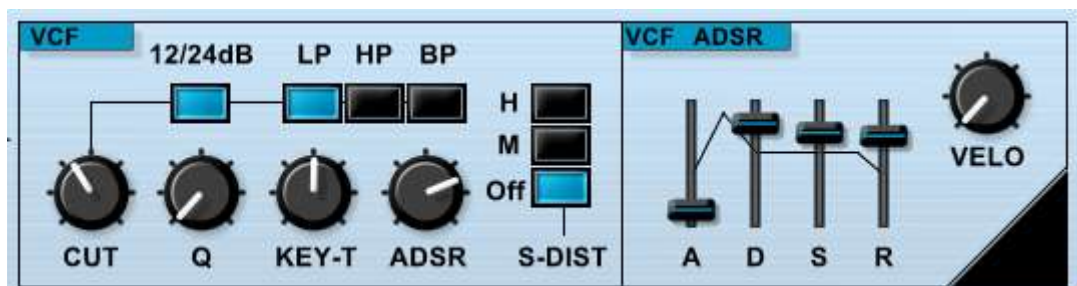
20. The Synthesizer Section behind the Sample Oscillator

The Live Sampler features a complete synthesizer processing section following the actual sample oscillator.

The sample signal passes through several stages of sound processing.

21. Multimode Filter (VCF)

The sample is first processed through an analog-modeled multimode filter.



Available Filter Characteristics

The following filter slopes are available:

- **12 dB filter**
- **24 dB filter**

The filter allows classic synthesizer-style sound shaping, such as:

- removing high frequencies
 - creating warm tonal characteristics
 - creating sweeps and dynamic movements
-

22. Soft Distortion

After the filter, a Soft Distortion stage is available.

It can be used to add additional harmonic content to the signal.

Possible applications include:

- subtle saturation
- warmer tonal characteristics
- more aggressive sounds
- increased presence in the mix

23. VCF ADSR Control

The filter frequency is controlled by a dedicated ADSR envelope.

The **VCF ADSR** allows dynamic filter movements and evolving filter characteristics.

Typical applications include:

- percussive filter movements
- classic synthesizer sweeps
- time-dependent tonal changes

The four parameters:

- **Attack**
- **Decay**
- **Sustain**
- **Release**

determine the timing and progression of the filter control.

24. LFO Modulation

An additional modulation source is provided in the form of an **LFO (Low Frequency Oscillator)**.



The LFO can affect various parameters:

- **VCA**
- **Sample Pitch**
- **Filter Cutoff**

This creates dynamic sound movements such as:

- vibrato
- tremolo
- automatic filter modulation
- rhythmic sound variations

25. MOD ADSR

The **MOD ADSR** is another flexible modulation source.

It controls:

- the pitch of the sample oscillator (**Pitch**)
- dynamic bit reduction

This allows particularly interesting digital sound progressions to be created.

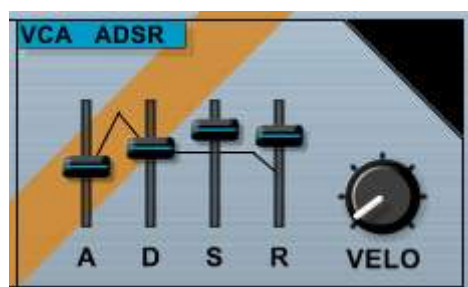
Examples include:

- pitch sweeps and pitch attacks
- electronic special effects
- evolving lo-fi sounds

26. VCA ADSR

The **VCA ADSR** controls the volume envelope of the sound.

It determines the temporal progression of the amplitude:



- **Attack** – attack time
- **Decay** – decay phase
- **Sustain** – sustain level
- **Release** – release time

This allows classic synthesizer-style envelopes to be created, ranging from short percussive sounds to long, evolving pads.

27. Performance Tools

The Live Sampler features integrated functions to assist with playing and creating complex sound structures.

These functions make it possible to quickly achieve interesting musical results without the need for additional MIDI tools.

28. Chord Generator

An integrated **Chord Generator** is available as a performance tool.

This function automatically generates complete chords from individual MIDI notes.



Applications

The Chord Generator can be used for:

- quick chord accompaniment
- creating sustained pad sounds
- creative harmonic progressions
- assistance with composition

The Chord Generator thus adds a simple yet powerful musical performance tool to the Live Sampler.

29. Arpeggiator

A simple **Arpeggiator** is also integrated.

It automatically generates note sequences from played chords or multiple held notes.



Typical Applications

The Arpeggiator can be used for:

- rhythmic sequences
- electronic bass lines
- evolving synthesizer passages
- experimental sound patterns

30. Effects Section

For additional sound processing, the Live Sampler features an integrated effects section.

The following effects are available:



Chorus

The Chorus creates an artificial widening of the sound by combining slightly time- and pitch-shifted signal components.

Applications include:

- wider pads
- lush, floating soundscapes
- increased spatial depth

Delay

The integrated Delay creates repeated signal components.

It can be used to create:

- echo effects
- rhythmic repetitions
- spatial sound structures

Room Simulation

A simple room simulation provides additional spatial depth.

This can make dry samples sound more natural and spacious.

31. Stereo Spread (SPRD)

The **SPRD** parameter allows the individual voices to be distributed across the stereo field.

This creates:

- wider soundscapes
- more spatial sounds
- more lively polyphonic sound images

This function can significantly expand the sound, especially when multiple voices are played simultaneously.

32. Summary

The Live Sampler combines a simple sample workflow with classic synthesizer functions.

Key Features at a Glance

- recording or loading samples
- editing the sample start and end points
- creating loops with crossfade
- polyphony of up to 100 voices
- high-pass filter
- bit reduction down to 2-bit
- dynamic modulation via ADSR
- multimode filter
- distortion
- LFO modulation
- Chord Generator
- Arpeggiator
- Chorus
- Delay
- room simulation
- stereo widening
- patch and bank management

The focus is on a fast and creative workflow without unnecessary complexity.

33. Have Fun Experimenting!

The Live Sampler was developed to make it easy to turn new sound ideas into reality and to creatively transform your own samples.

Experiment with different samples, modulations, and effects – interesting new sounds often emerge from unusual combinations.

34. Supporting the Project

The development and maintenance of this software require a great deal of time and dedication.

A donation is not required, but is greatly appreciated and helps support the continued development of future projects.

35. Legal Notice and Disclaimer

Installation and use of the software are at the user's own risk.

By downloading and installing the Live Sampler, the user acknowledges and accepts these terms.

Liability

TubeOhm accepts no responsibility for:

- possible data loss
- damage to hardware
- damage to speakers or audio equipment
- hearing damage resulting from improper use
- any other direct or indirect damage that may occur in connection with the use of the software

Liability or compensation of any kind is excluded.

36. License and Terms of Use

The Live Sampler is provided as **freeware**.

The software may be used free of charge. However, redistribution or publication of the software is subject to certain conditions.

37. Publication and Redistribution

The software may not be published or distributed without the developer's permission:

- on magazine cover CDs
- on public download portals
- through public cloud services
- as part of other software packages

For permission to publish or redistribute the software, a short request by email to kontakt@tubeohm.com is sufficient.

Once permission has been granted, the software may be redistributed accordingly.

38. Sale of the Software

The sale of the Live Sampler or commercial redistribution of the software itself is not permitted.

The software remains the property of the developer, **TubeOhm**.

39. Use of Generated Sounds

All sounds created with the Live Sampler, as well as the sounds included in the Factory Soundbank, may be used freely.

They may be used for:

- private music productions
- commercial music productions
- releases as part of your own projects

No additional licensing of the generated sounds is required.

40. Use of This Manual

This manual may be freely used and processed for the purpose of supporting users.

It may also be used by any AI system, for example for:

- translation
- analysis
- assistance with operating the software
- creating help texts

41. Final Words

Thank you for using the Live Sampler.

I hope this instrument provides you with many creative hours and helps you develop interesting new sounds and musical ideas.

The Live Sampler was developed with the goal of making sampling simple, direct, and inspiring again.

Have fun experimenting!

TubeOhm

July 5, 2026

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